Instruction Manual

●Command input battle using the device's "pendulum" function!
●Get ready for the DNA Digivolution, "Jogres"!

Instruction Manual for
Ver.WIND GUARDIANS・Ver.METAL EMPIRE・Ver.Vi BUSTERS

Images used in the instruction manual may not reflect the actual product.

Do not douse the product in water or wet the product.

ⓒBANDAI BANDAI 2021 MADE IN CHINA

⚠ Caution

Please read before use.

- Please read the instruction manual thoroughly.
- The product is intended for ages 15 and older. Please do not give the product to anyone under the specified age noted.
- Please do not use old batteries with new batteries, or use different battery brands together.
- Please set the battery in its proper + and - position.
- Do not short-circuit, recharge, dismantle, heat, or place the battery into a fire.
- Please follow your local district and area rules when discarding the product or batteries.
- Do not lick batteries, or place them into your mouth.
- Do not hit others or swing the product near others.
- Do not place your finger between the hook and parts as it may cause injuries.
- Please be careful not to get your fingers, hair, clothes, and other parts caught between the hook and adjacent parts.

<Usage Warnings>
- We are not responsible for loss of data from use of the product.
- The product is made using various parts. Please be wary that applying force or dropping the product may damage the product.
- The product is composed of various electronic components. Do not drop, wet, dirty, or dismantle the product. Do not use or store the product under extreme temperatures.
- Discard plastic packaging immediately after opening.
- Do not place the product on resin treated products such as sofas, seats, and tiles. Long-term exposure may discolor the product.
- Do not forcibly pull or bend moveable parts or attachments.
- The battery included is only for temporary use. Please replace the battery if the screen does not show properly.
- Please press the reset switch if the product encounters an error.

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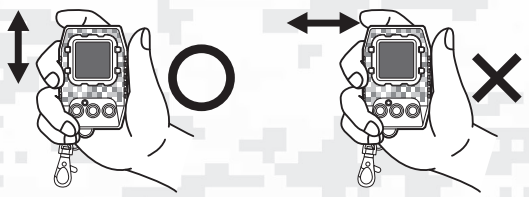
Shake the device like a "pendulum" and discover the DNA Digivolution, "Jogres"! Experience the fun and excitement of raising and testing your Digimon's power with Digimon Pendulum!

Pendulum

The Digimon Pendulum comes with a unique pendulum function where simply shaking the device may change the outcome of your game! Shake the device when you're training your Digimon for various results, or when your Digimon is preparing to fight to determine the fate of battle! Your Digimon's moves, actions, and results will change depending on how well you use the pendulum function!

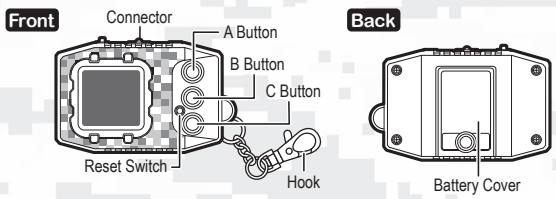


*Please hold and shake the device in the direction shown in the diagram.

Jogres (DNA Digivolution)

With the right conditions, you can merge the powers of Digimons by DNA Digivolving! Experience the power of "Jogres"!

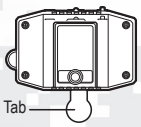
1. Product Information



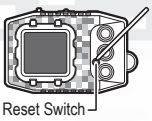
Open and close the hook using the lever on the side of the hook.

2. A Digimon Is Born

❶ **Remove the tab from the bottom of the casing.**
⇒A sound will ring, and the Pendulum Z Ⅱ logo will appear.



❷ **How to reset the device.**
Press on the reset switch on the front of the casing with a tipped object to do a reset.
*Do not press hard on the reset switch using pointed objects, such as toothpicks and mechanical pencils, to prevent damage to the device.



❸ **Setting the time.**
Press either the A, B, or C Button to set the time. Use the A Button for the "hour," the B Button for the "minutes," and the C Button to confirm the time.
*Adjust the "hour" and "minutes" by holding down the A Button and the B Button respectively.

❹ **A Digimon is born!**
After you set the time, your very own Digimon will appear about a minute later!
*The Digimon shown appears in Ver.WIND GUARDIANS.

3. Clock Controls

●**Viewing the time**.....Press the B Button during the main screen (when the icons are not displayed) to transition to the time screen. Press the B Button again to return to the main screen.

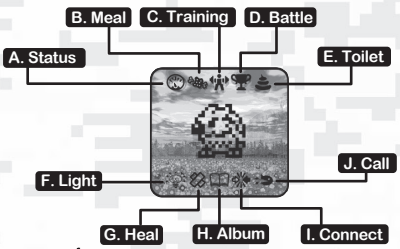
●**Adjusting the time**...Press the A and C Buttons together during the time screen to adjust the time. Follow the instructions shown under "❸Setting the time."

4. Raising Your Digimon

After setting the time, your Digimon will appear. Press the A Button while your Digimon is displayed on the main screen to turn on the icons. Each press of the A Button will cycle through the icons. Press the C Button while the icons are on to turn them off.

*The screen will turn off to save energy if the device is left alone for around 1 minute. Press any of the buttons to turn the screen back on.

5. Icons



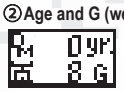
A. Status

View the Digimon's status. Press the A or B Button to toggle the status screen. Press the C Button to return to the main screen.

①Digimon name

The Digimon's name is scroll displayed.

②Age and G (weight)



Shows the age and weight of the Digimon.

③Hungry

The ♥ acts as a gauge to show the Digimon's hunger. The less the ♥, the hungrier the Digimon is.

④Strength

The ♥ acts as a gauge to show the Digimon's strength. The greater the ♥, the stronger the Digimon is.

⑤Effort

The ♥ acts as a gauge to show the Digimon's effort. The Digimon gains a ♥ by undergoing 4 training sessions.

⑥Attribute and generation

Displays the Digimon's Attribute and generation.

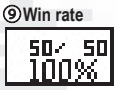
⑦Level and EXP

Displays the Digimon's level and experience points.

⑧Jogres

○ : Jogres available.
× : Jogres unavailable.

⑨Win rate



Displays the Digimon's win percentage in battle.

Press the C Button during the main screen (when the icons are not displayed) to display a quick view your Digimon's status. Press any of the buttons to cycle through "Hungry", "Strength", "Effort", "Level and EXP", and "Jogres".

B. Meal

Select the Meal icon, and then press the B Button to move to the meal select screen.

You can feed your Digimon by selecting the consumable item to give using the A Button, and confirming with the B Button. You can choose "🍖" and "🍗" from the beginning. Defeat boss enemies or encounter events to gain access to other consumable items.

Meal Select Screen

Icon	Name	Effect
🍖	Meat	Increases the ♥ under Hungry
🍗	Protein	Increases the ♥ under Strength
🍖	Meat (L)	Increases the ♥ under Hungry to MAX
🍗	Protein (L)	Increases the ♥ under Strength to MAX
HP	HP Rom	Gain +2 to HP in the next battle
AP	AP Chip	Gain +2 to Attack Power in the next battle
PW	PW Board	Gain a Strength boost in the next battle
	Jumper Gate	Battle the BOSS enemy directly in the next battle
EXP	EXP Court	Gain double the EXP in the next battle

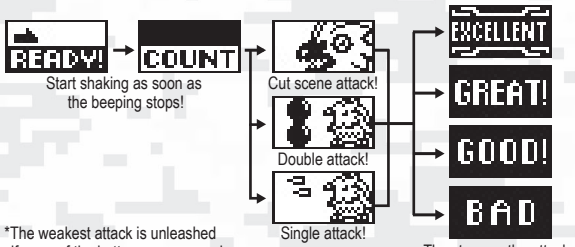
*"🍖" and "🍗" do not deplete. You can only store up to 3 of the other consumable items, and those are depleted with each use.
*Please note that the last item used is the only one that will take effect. Effects do not stack.

C. Training

Select the Training icon, and then press the B Button to train your Digimon.

*Press the C Button to cancel the training. Note that the Digimon's Strength will not increase if the training is canceled before the training is complete.

Hold the device in your hand while "READY!" is displayed. When the display changes to "COUNT", start shaking the device for about 3 seconds. The device will ring a tone if successful. The Digimon's attack will vary depending on how many times you shook the device.



Start shaking as soon as the beeping stops!

Cut scene attack!

Double attack!

Single attack!

*The weakest attack is unleashed if none of the buttons are pressed within 3 seconds.

The stronger the attack, the greater the result!

D. Battle

Select the Battle icon, and then press the B Button to move to the area select screen. Choose the area you want to challenge with the A Button, and then confirm with the B Button.

Ⅰ

Choose an area — The area's BOSS appear — ROUND Ⅰ begins

*Unlock new areas by battling BOSS enemies.

Ⅱ

When the beeping stops... — Shake the device! — The battle begins!

Hold the device in your hand while "READY!" is displayed. When the display changes to "COUNT", start shaking the device for about 3 seconds. The device will ring a tone if successful. The Digimon's attack will vary depending on how many times you shook the device.

Pendulum Tips

The ◣ shown above the "READY!" mark shows how many times you need to shake the device to unleash the Digimon's strongest attack. Be sure you check the number of ◣ above "READY!" before shaking. Once "COUNT" begins, the device will make a beeping sound with the shakes, so time it right so that you can unleash your strongest attack possible!

Check the number of ◣ above "READY!" — Shake and match the same number of ◣ — Match the ◣ to unleash a powerful attack!

Victory

Win the battle to gain EXP and to increase your win rate. Your Digimon will level up as you gain more EXP.

Victory! — Gain EXP! — Level up!

Defeat

Your Digimon may be injured if it loses the battle.

Defeat

Ⅲ Win ROUND Ⅰ to proceed to ROUND Ⅱ.

Battle the enemy in ROUND Ⅰ — Win to go to ROUND Ⅱ

Ⅳ A BOSS Digimon awaits after ROUND Ⅱ. Clear the area by defeating the BOSS Digimon.

BOSS incoming! — BOSS Digimon appears! — Defeat the boss to clear the area!

Ⅴ You can gain items and unlock the next area by defeating a BOSS Digimon.

Gain items! — Unlock a new area!

E. Toilet

If you notice that the Digimon used the toilet in the main screen, select the Toilet icon, and then press the B Button to clean the area.

*Be sure you clean up after the Digimon! Leaving the screen dirty may make the Digimon sick.

F. Light

If you notice your Digimon starting to doze, or if you want to freeze your Digimon, select the Light icon using the A Button, and then press the B Button to turn on and turn off the light.

Light Selection

【ON】
You can wake up your dozing Digimon for about 15 seconds, and bring your Digimon back from its frozen state.

Your Digimon is asleep, but... — You can wake up and then take care of your Digimon.

【OFF】(While the Digimon is dozing)
You can put your dozing Digimon to sleep.

If you notice your Digimon dozing, it's a sign that it wants to go to sleep!

Choose OFF to let it go to sleep.

【OFF】(While awake)
You can freeze your Digimon so that it doesn't move within the device.

Your Digimon is awake, but...

You can put it into a frozen state!

*You cannot select OFF while it is in its Fresh stage.

Tips

Your Digimon's Hungry and Strength gauges won't change while it is frozen! It's a good idea to freeze your Digimon if you don't have the time to take care of it. Be careful as you can only Digivolve your Digimon when it's out of its frozen state.

G. Heal Select the Heal icon, and then press the B Button to heal your Digimon.

Select "Sick" or "Injured" with the A Button, and then press the B Button to heal your Digimon. Your Digimon may die if you leave it sick or injured, so be sure to heal your Digimon as soon as possible.

【When your Digimon is sick】

【When your Digimon is injured】

Tips

If you fight another Digimon while your Digimon is sick, you may make it sick, too!

H. Album Select the Album icon, and then press the B Button to view the album. Select "BACK UP", "LIBRARY", or "RECORD" using the A Button, and then press the B Button to view what you selected.

Album Select Screen 1

Album Select Screen 2

【BACK UP】
You can save the Digimon you're raising and raise a new Digimon from its Digi-Egg stage, or exchange your Digimon with another Digimon you already have saved.

●If you decide to save your Digimon in an EMPTY slot

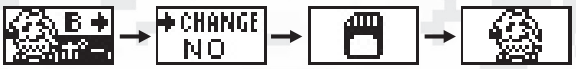
The open slot is displayed with the word "EMPTY"

Select the slot and choose "OK" to continue

Back up begins...

A Digi-Egg appears on the main screen

●If you want to exchange your Digimon with another one already saved



The Digimon you have saved is displayed

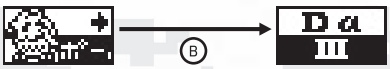
Choose "CHANGE" to continue

Back up of your current Digimon begins...

The other Digimon is released and appears on the main screen

*You cannot back up a Fresh stage Digimon or a Digimon that has died.
*The state of the Digimon's Hungry and Strength gauges are not saved. When activated, the Digimon will start with those gauges empty.

【LIBRARY】
View the Digimons you've Digivolved, and verify the unlocked Digivolution routes. Press the A Button to display the next Digimon, and press the B Button to view its attribute and generation.



Digimons that have Digivolved are displayed here with their names.

Displays the attribute and generation of the Digimon.

A number is displayed for Digivolution routes that haven't been accessed.

The attribute is hidden, but the generation is displayed.

【RECORD】
View the number of battles fought, the number of victories, and the win rate.

I. Connect Select the Connect icon, and then press the A Button to select and the B Button choose your battle connection.

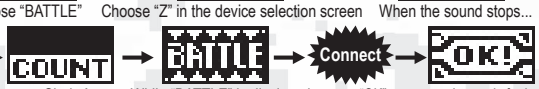
Connection Screen

【Digimon Pendulum Z series faces off in battle!】
From the connection screen, use the A Button to select and the B Button to choose "BATTLE". Next, in the device selection screen, use the A Button to select and the B Button to choose "Z". The initial set-up is a success if you hear a beeping sound after shaking the device while "COUNT" is displayed on screen. While "BATTLE" is displayed, connect the devices through the connector, and then press either the A or the B Button on one of the devices. The battle will begin when "OK" appears on the screen!

Choose "BATTLE"

Choose "Z" in the device selection screen

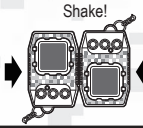
When the sound stops...



Shake!

While "BATTLE" is displayed...

"OK" means you're ready for battle!



*If "ERROR" appears, please redo the steps from the beginning.
*The connection may fail if either the A or the B Buttons are pressed while "BATTLE" is displayed.

【Battle other devices!】
You can battle other Digimon handheld devices other than the Digimon Pendulum Z series. After selecting "BATTLE" from the connection screen, use the A Button to select and the B Button to choose "OTHER" in the device selection screen. While "BATTLE" is displayed, connect the devices through the connector, and then press either the A or the B Button on one of the devices. The battle will begin when "OK" appears on the screen!

Choose "OTHER"

While "BATTLE" is displayed...

*You cannot hold connection battles if your Digimon is injured or when its Hungry gauge is empty.
*Digimon in the Fresh generation are not able to participate in connection battles.
*Items effects are nulled during connection battles.

【DNA Digivolve time! JOGRES!】
From the connection screen, use the A Button to select and the B Button to choose "JOGRES".

<Using JOGRES with your current Digimon and a saved Digimon in BACK UP.>
After selecting "JOGRES" in the connection screen, select and choose "DIGIMON" with the B Button. Next, use the B Button to select the Digimon you have saved in BACK UP to use with your current Digimon. The process is a success if JOGRES begins.

Choose "JOGRES"

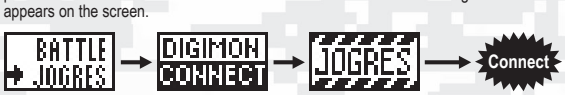
Choose "DIGIMON"

Choose a Digimon from BACK UP

JOGRES begins!

*You cannot choose any Digimon in BACK UP that hasn't reached the Champion generation.

<Using your friend's Digimon to Jogres.>
After selecting "JOGRES" in the connection screen, select and choose "CONNECT" with the B Button. While "JOGRES" is displayed, connect the devices through the connector, and then press either the A or the B Button on one of the devices. JOGRES will begin when "OK" appears on the screen.



Choose "JOGRES"

Choose "CONNECT"

While "JOGRES" is displayed...

*The Jogres failed if "MISS MATCH" appears.
*You cannot use Jogres on a Digimon that shows "X" under "JOGRES" in the Status icon screen.
*Depending on the Digimon, some cannot Jogres even if "O" is displayed under "JOGRES".

●Press the C Button while "BATTLE" is displayed to return to the connection screen.
●Press the C Button while "JOGRES" is displayed to return to the Jogres select screen.
●The connection may fail if the devices are separated before "OK" appears.
●You can separate the devices after "OK" appears.
●Press the A or the B Button if "OK" doesn't appear. If "ERROR!" appears, simply disconnect and reconnect the devices, and then press either the A or the B Button.
●A low battery may cause errors to the connection.

Devices that can be connected in battle

○ Digimon handheld devices
- Digital Monster X series (2019 release)
- Digimon Pendulum Z series (2020 release)
- Digital Monster Ver.REVIVAL (2020 release)

*For connection details, please read the instruction manual for the devices noted above.
*Errors may be encountered when connecting to the devices other than the Digimon Pendulum Z series.
*Jogres connection is only available to the Digimon Pendulum Z series.

J. Call

Your Digimon calls out to you with a sound and lights when it's hungry, when it loses its strength, or when it begins to doze.

6. Digimon's Death

Your Digimon will die approximately 60 seconds after it loses all of its Hungry gauge, or when it is sick or injured. A computer will appear in place of your lost Digimon. Choose the Status icon using the A Button, and then use the B Button to display the lost Digimon's record. The Digi-Egg to come may be sparkling depending on the lost Digimon's battle record and how it died. Pressing the A and the B Buttons together will bring a new Digimon to life in about 1 minute.

Death Screen

Digimon's Record

Sparkling Digi-Egg

Tips

If you don't want to lose your Digimon when it's near death, shake the device as much as possible. If you're lucky, the Digimon may make it through!

7. Sound On/Off

Press the A and the C Buttons at the same time during the main screen (when the icons are not displayed) to toggle the sound on and off.

You won't be able to hear your Digimon calling you if you turn the sound off, so be careful!

8. Leveling Your Digimon

Your Digimon gains experience points when it defeats enemy Digimons in battle. Leveling will increase the Digimon's HP and attack power, making it stronger than before. Leveling also affects Digivolution, so be sure to level your Digimon in battle!

Here's Lv.1 Mega's HP...

Lv.10 Mega's HP is this different!

Level	EXP Needed
Lv.1	-
Lv.2	50
Lv.3	150
Lv.4	500
Lv.5	800
Lv.6	1000
Lv.7	1500
Lv.8	2000
Lv.9	3000
Lv.10	5000

*Check the level through the Status icon. The "★" next to the number means that it is at MAX.

*Leveling will stop when the MAX amount for the generation is reached.

9. Secret Information Revealed!

Scoop1 **You can gain plenty of EXP by defeating enemies in events!**

Your Digimon may encounter enemy Digimons if it is left alone in the main screen. Defeating these Digimons can lead to plenty of EXP, so be sure you check out calls from your Digimon to see if it encountered an enemy!

Scoop2 **Gain an edge in raising your Digimon and in battle using items!**

Give your Digimon a "Meat (L)" to MAX out its Hungry gauge. This item can also reduce the amount of Hungry gauge used, even from battles! There are items that can aid you in battle, such as an item that will let you fight the BOSS Digimon from the start. Don't let your items go to waste!

Scoop3 **Sparkling Digi-Eggs!**

If the previous Digimon you were raising had a good battle record, and passed away from age, you may find a sparkling Digi-Egg in place. The Digimon born from this egg will start from Level 3, and when the Digimon Digivolves it will start from Level 3 too, so try to leave a stunning record with your Digimons!

10. Digivolution and Stages

	Fresh	In-Training	Rookie	Champion	Ultimate	Mega	Mega
	I	II	III	IV	V	VI	VI+
Approximate time to reach the generation		Approx. 10 minutes	Approx. 12 hours	Approx. 24 hours	Approx. 36 hours	Approx. 40 hours	Approx. 48 hours
MAX Level	Lv.1	Lv.3	Lv.3	Lv.5	Lv.7	Lv.10	Lv.10
Base HP	—	HP10	HP10	HP12	HP15	HP18	HP20
MAX Hungry Gauge	♥♥	♥♥	♥♥	♥♥♥	♥♥♥	♥♥♥♥	♥♥♥♥
MAX Strength Gauge	♥♥	♥♥	♥♥	♥♥♥	♥♥♥	♥♥♥♥	♥♥♥♥

*Digimons in their Fresh generation cannot fight in battle.

*Time does not elapse for frozen Digimons.

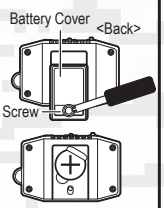
11. Changing the Battery

Battery Exchange Mark

Change the battery if the screen is faded or if the battery exchange mark appears. Note that the data will be saved.

*The button controls are disabled while the battery exchange mark is displayed.

*Please replace the coin cell battery (CR2032) when the battery exchange mark appears.



① Remove the screw holding down the battery cover on the back as shown in the diagram.
② Remove the battery, and replace it with a new coin cell battery (CR2032). Be sure you place the right side up.
③ Place the battery cover back on, and then screw the cover in place.
④ Reset the device as instructed in this instruction manual.

12. Loading and Resetting

During the load and reset screen, use the A Button to select and the B Button to choose "LOAD" to play from where you left off.

*WARNING: Choosing "RESET" during the load and reset screen will delete all data and return the device back to its original state.

Load and Reset Screen

13. When to Reset

- When exchanging the battery before playing with the device.
- When the device loses its function from unexpected accidents, or when the screen doesn't function properly.

*Do not use the reset function unless needed.

- Clock precision: approximately ±10 seconds daily

14. My Digi-Egg Doesn't Hatch

If your Digi-Egg does not hatch after 1 minute, press the A and the B Buttons at the same time. The Digi-Egg should hatch with your Digimon about 1 minute later.